

CLAIMS

1. A method for controlling a terminal display, the method comprising:

5 providing the terminal display with at least one virtual display, a display portion or an object, and

moving at least the virtual display, the display portion or the object on the display using the motion of the terminal or the motion and/or location of an object proportioned to the terminal.

2. A method as claimed in claim 1, wherein, in the shooting game, a target and an aiming point are shown on a terminal display, and the motion of the aiming point on the display is proportioned to the motion of a terminal or to the motion of an object in relation to the terminal.

3. A method as claimed in claim 1, wherein, in the archery game, the target and the aiming point are shown on a terminal display, and the motion of the aiming point on the display is proportioned to the motion of the terminal or to the motion of an object in relation to the terminal; and the stretch of the bow is modelled using the distance between two objects, preferably fingers.

4. A method as claimed in claim 1, wherein the stretching force of the bow in the archery game is depicted on the display using colours or graphic symbols.

5. A method as claimed in claim 1, wherein the stretching force of the bow in the archery game is depicted using a sound signal.

6. A method as claimed in claim 1, wherein the release in the shooting game or in the archery game occurs by touching a touch control switch or a key or by means of a voice.

7. A method as claimed in claim 1, wherein the release in the archery game occurs by identifying two objects, preferably fingers, which are drawn away from one another.

8. A method as claimed in claim 1, wherein the user is informed about the release in the shooting game or in the archery game with a sound signal, a light signal or a vibrator.

9. A method as claimed in claim 1, wherein in order to indicate the motion of the terminal, the terminal is informed about one or more location points to which the terminal proportions its motion.

10. A method as claimed in claim 1, wherein the motion of the terminal is identified by means of acceleration sensors.

11. A method as claimed in claim 1, wherein the motion of the terminal is identified by means of proximity sensors.

5 12. A method as claimed in claim 1, wherein the motion of the terminal is identified by means of OTM sensors.

13. A method as claimed in claim 1, wherein the motion of the terminal is identified using a camera to take at least two consecutive images.

10 14. A terminal comprising
a display;
a user interface;
means for providing the terminal display with at least one virtual display, a display portion or an object; and
means for moving at least the virtual display, the display portion or
15 the object on the display using the motion of the terminal or the motion and/or location of an object proportioned to the terminal.

15 15. A terminal as claimed in claim 14, wherein, in the shooting game, a target and an aiming point are shown on a terminal display, and the motion of the aiming point on the display is proportioned to the motion of the terminal or to the motion of an object proportioned to the terminal (700).

20 16. A terminal as claimed in claim 14, wherein, in the archery game, the target and the aiming point are shown on the terminal display, and the motion of the aiming point on the display is proportioned to the motion of the terminal or to the motion of an object in relation to the terminal, and that the
25 stretch of the bow is modelled using the distance between two objects, preferably fingers.

17. A terminal as claimed in claim 14, wherein the stretching force of the bow in the archery game is depicted on the display using colours or graphic symbols.

30 18. A terminal as claimed in claim 14, wherein the stretching force of the bow in the archery game is depicted using a sound signal.

19. A terminal as claimed in claim 14, wherein the release in the shooting game or in the archery game occurs by touching a key or a touch control switch or by means of a voice.

20. A terminal as claimed in claim 14, wherein the release in the archery game occurs by identifying two objects, preferably fingers, which are drawn away from one another.

5 21. A terminal as claimed in claim 14, wherein the user is informed about the release in the shooting game or in the archery game with a sound signal, a light signal or a vibrator.

22. A terminal as claimed in claim 14, wherein in order to indicate the motion of the terminal, the terminal is informed about one or more location points to which the terminal proportions its motion.

10 23. A terminal as claimed in claim 14, wherein the motion of the terminal is identified by means of acceleration sensors.

24. A terminal as claimed in claim 14, wherein the motion of the terminal is identified by means of proximity sensors.

15 25. A terminal as claimed in claim 14, wherein the motion of the terminal is identified by means of OTM sensors.

26. A terminal as claimed in claim 14, wherein the motion of the terminal is identified using a camera to take at least two consecutive images.

